



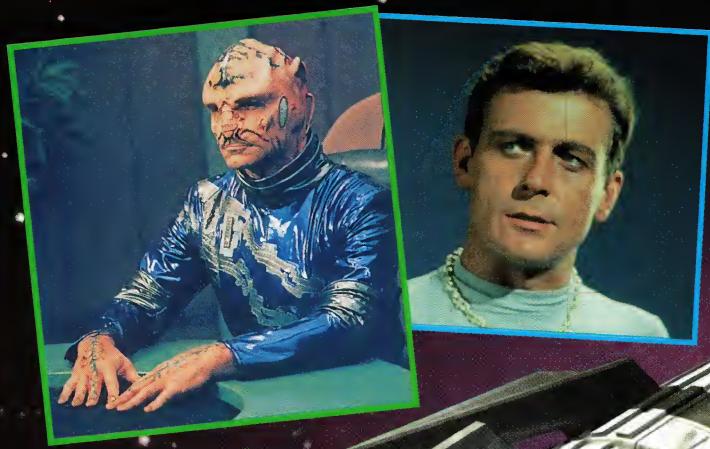
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THE OFFICIAL

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FACT FILES 241

WILLIAMS
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Antarian Trans-stellar Rally
Competing species in a race for peace

The Android Norman
In league with Harry Mudd



Iden's Hologram Vessel
Interior of a photonically-operated ship

Hirogen Holodeck Programs
Favored arenas of the infamous hunters

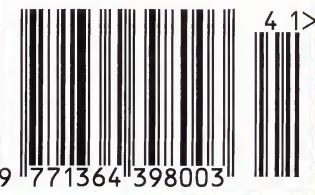
Power source of the future
Dilithium crystals energized and explored



Maquis Planets
Secret bases of a terrorist group

Orbital One Sets Sail for the Stars
Detailed Exterior of a Fledgling Spaceship

ISSN 1364-3983





THE OFFICIAL STAR TREK® FACT FILES



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Borg Nanopropes

The microscopic nanoprobe technology is the most powerful tool at the disposal of the Borg. These small devices are used without mercy to ensure the efficient assimilation of entire races into the collective in just mere moments.

Borg nanopropes are at the heart of Borg assimilation technology, allowing the collective to expand its knowledge and pursue perfection through the absorption of entire species. The nature of Borg assimilation is a point of great conjecture within Starfleet before the **Battle of Wolf 359** in 2366. A far greater amount of information is available after the rescue of **Captain Jean-Luc Picard** from the collective in 2367, but a more detailed study of nanopropes and their function is not gained until extensive research is carried out by the **Emergency Medical Hologram** resident on the **U.S.S. Voyager NCC-74656** during their alliance with the Borg in 2373.

The Borg nanoprobe is a sub-microscopic artificial construct that

can be programmed to execute the Borg assimilation protocol on a huge variety of differing races. A single nanoprobe carries all of the information required to convert a suitable species into part of the collective, but large numbers of these highly adaptable miniature robots are usually introduced into the blood stream of a victim in order to speed up the assimilation process. The primary method of delivery for nanopropes is the **injection tubule**, a specially adapted hollow implant located within the knuckles of a drone that extends automatically when the assimilation of an individual is required. The tips of these extremely fine tubes are inserted into the body of a victim in order to introduce nanopropes directly into the bloodstream. The physiology of



most humanoid life forms leads to the rich arterial network located in the neck being the preferred injection location, although assimilation will take immediate effect from any place of nanoprobe introduction.

Altered from within

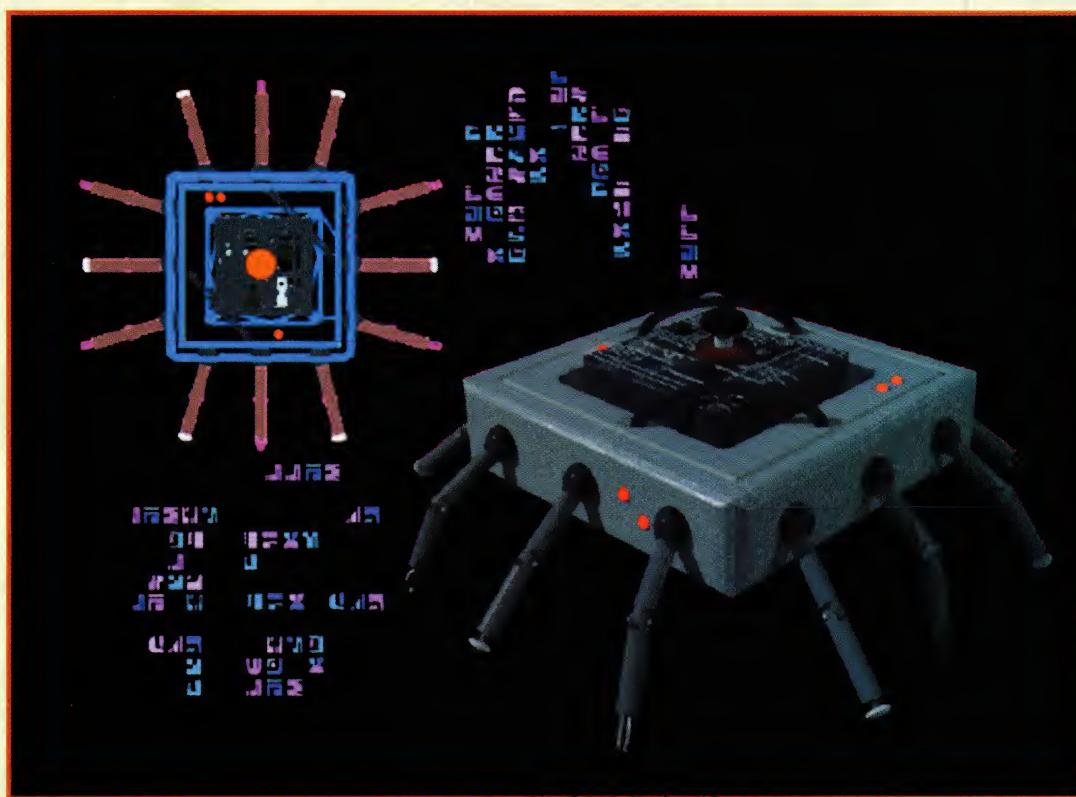
Once introduced into the bloodstream, the nanopropes instantly attack the corpuscles and cells within the blood by attaching themselves to individual cells and using the blood flow to spread around the victim's body. This results in the familiar discoloration

▲ Borg drones deploy nanopropes via the injection tubules that they plunge into the necks of their unwary victims. The assimilation process begins immediately.

of skin as the nanopropes are circulated, working on the DNA of the victim as they travel, and altering the genetic code of the individual they have assimilated. The nanopropes are perfectly designed for attachment to a wide variety of different cells, and can



▲ The Doctor aboard the U.S.S. VOYAGER NCC-74656 is able to record and study the process by which nanopropes undertake assimilation.



▲ VOYAGER's crew develop nanoprobe-based warheads in 2374. These prove to be devastating against Species 8472 within the realm of fluidic space.

▲ Nanopropes are seemingly innocuous devices. They do however, possess the ability to rewrite the genetic coding of other species to that of Borg.

Borg Nanoprobes



► The advanced Borg drone dubbed One is the result of Seven of Nine's nanoprobes interacting with the Doctor's mobile emitter, and a sample of human DNA.

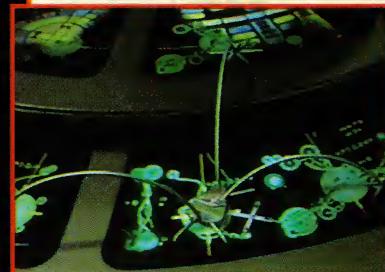
only be studied through a high-resolution medical scanner where their operation may also be observed.

The nanoprobes are basically square, resembling a flat black **isolinear chip** with identifiable markings on their upper surface. Three spider-like artificial arms extend from all four sides of the unit; these are jointed at their connection with the main body and on an upper knuckle, allowing the legs to open out and adapt themselves to the size and shape of a blood corpuscle. The main body also has a smaller square unit protruding out at right angles to the center rear of the nanprobe body, as well as a number of blinking diodes across its surface.

Thorough change

Once the nanprobe has attached itself to the corpuscle or blood cell, the information contained within the main body begins the alteration process, and while it is possible to reverse the effects of the nanoprobes, some of the Borg implants later fitted may be too vital to remove without jeopardizing the life of the patient. Implants cannot be successfully fitted to a drone without the previous successful introduction of nanoprobes, and this acts as a defense mechanism for some races, such as **Species 8472**, whose body chemistry effectively rejects the nanoprobes. Artificial life

► The nanoprobes alter the Doctor's mobile emitter to serve their own needs. The device is swiftly reconfigured, and sprouts Borg tubules to aid its development.



forms such as the **Soong**-type android **Lt. Commander Data** are also immune to assimilation because of their internal configuration having no internal biological cells for the nanoprobes to attach to and convert.

Understanding the way nanoprobes act leads to a number of breakthroughs by Voyager's Emergency Medical Hologram. The threat posed by Species 8472 to the entire Galaxy leads to an uneasy alliance between the Borg and the Starfleet crew, who jointly work on adapting Borg nanoprobes as a biological weapon against these extremely powerful creatures. The **Doctor** devises a method of adapting the nanoprobes by reprogramming them to emit an electromechanical signature that matches the highly complex cells of Species 8472, effectively allowing them to be absorbed and overriding the species' natural rejection mechanism that previously made them impervious to assimilation. The delivery method of these modified nanoprobes initially proves problematic, with the Borg favoring the use of their own **multikinetic neutronic mines**, with a yield of five million isotones, but the greater flexibility of **Starfleet class 6 and class 10 photon torpedo** warheads are ultimately chosen, and prove to be devastatingly effective against Species 8472's **bio-ships**.

Later successes with the EMH's adaptation of Borg nanoprobes include the development of a **Genetic Resequencing Vector** medical suspension that can shut down Borg nanoprobes as they emerge from dormancy, stopping their preprogrammed process before it begins within a drone. This is employed in 2374, which also illustrates one of the most extraordinary functions of a nanprobe when a number are



► Seven of Nine is able to return Neelix to life after a fatal accident in 2374. She uses a technique acquired from Species 149, and a quantity of her nanoprobes.



► The medical benefits of the nanoprobes come to the fore again in 2377, when Seven provides a quantity to cure neurological damage to the brain of Iko, a Nygean prisoner.

reprogrammed by **Seven of Nine** to reverse the effects of cellular necrosis in the body of **Neelix** after a fatal accident aboard a shuttle on **Stardate 51449.2**. The use of such nanoprobes can be employed up to 73 hours after the time of death, and is adapted from a technique gained after the assimilation of the medically advanced **Species 149** by the Borg. These nanoprobes can be used to reactivate Borg drones after death, although if damage is extensive it is more likely that the drone will be stripped down to its component parts for reuse in other Borg.

Protection

The most recent example of an effective defense against nanoprobes occurs during 2376 and 2377 by the Doctor when he develops a neural suppressant for **Captain Kathryn Janeway**, **Lt. Commander Tuvok**, and **Lt. B'Elanna Torres** during their mission to save **Unimatrix**



► The scheming Ferengi, Nunk, plots to return VOYAGER to the Alpha Quadrant in 2377 so that he can harvest Seven of Nine's nanoprobes for his own financial gain.

Zero from the Borg Queen.

Outwardly, the three Starfleet personnel exhibit all the signs of assimilation, and even have Borg implants fitted. The suppressant, however, prevents their connection to the collective, although it proves to be less successful for Tuvok. On completion of their mission, all effects of the nanoprobes are successfully and completely reversed.

BAD DREAMS

Stolen technology

Nanoprobes are a vital part of a Borg drone, and as research into their uses becomes more widespread, so to does their use to other species. In 2374, **Seven of Nine** comes to the conclusion that an Entharan weapons dealer named **Kovin** has stolen a number of nanoprobes from her in order to create advanced weaponry. Her claims are later found to be unfounded, but only after the tragic death of Kovin. Nevertheless, the possibility exists that Seven's Borg technology will make her a target for unscrupulous individuals.



► Forceful procedure
Seven can recall an instance when Kovin restrains her while he undertakes a procedure to harvest the profitable nanoprobes from her body.



► Search for the truth
Tuvok undertakes an investigation in order to verify Seven's claim that she has been violated so that Kovin can acquire her nanoprobes.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 2G



OTHER GROUPS
AND RACES

MAQUIS PLANETS

The Maquis planets are scattered about the Demilitarized Zone of the Gamma Quadrant, secret sanctuaries and hotbeds of intrigue for the refugees of a treaty that does not take the Maquis people into consideration.

The Maquis resistance movement that is born following the signing of the Federation-Cardassian treaty in 2370 is a complex web of cells, spread over a number of planets around the Demilitarized Zone. The crux of the dispute is the establishment of a new border between the two powers that displaces many colonies. The Cardassians embark on a program of intimidation to force Federation

colonists on planets falling under Cardassian jurisdiction to abandon their homes. This prompts the aggrieved colonists to take up arms in a clear and unauthorized breach of Federation law, and turns many of these settlements into the first Maquis strongholds.

Other resistance bases are set up throughout the Demilitarized Zone, facilitating raids on the surrounding Cardassian colonies. The greatest period of Maquis expansion comes in 2372,

while the Cardassians are fully occupied with Klingon incursions into their territory. These colonies are widely acknowledged as Maquis, and they become havens for the huge numbers of colonists forced to abandon their worlds.

These outposts are later destroyed by the Dominion when the Cardassian Union cedes to the Gamma Quadrant empire in mid-2373. The colonies and resistance movement are wiped out in a somber end to a zealous cause.

ATHOS IV

Athos IV is one of the Maquis last strongholds when the absorption of the Cardassian Union into the Dominion spells the end of the loose organization.

The planet is described by Maquis leader Michael Eddington as a "grim little fog-bound piece of rock in the middle of nowhere." It may have been chosen as a Maquis base because the degree of atmospheric interference prevents scans of the planetary surface by orbiting vessels, as well as the use of **transporters**.

The frontier settlement is the planned rendezvous for the last remnants of the Maquis in 2373. The location is a closely-guarded secret among the cell members, but somehow a division of **Jem'Hadar** soldiers track the remaining Maquis to the planet, where they are massacred. The dead are left where they fall in the streets, and the surviving leaders are imprisoned in a bunker in the center of town as a "gift" for the

Captain Benjamin Sisko forces his old enemy and former Maquis leader Michael Eddington to assist him in the location of secret Maquis missiles.



Cardassian government.

Captain Benjamin Sisko is guided to Athos IV by Eddington when **Starfleet** is fooled into believing that it is the launch site for a non-existent barrage of cloaked missiles



Eddington is reunited with his wife Rebecca on the secret Maquis colony Athos IV, with the assistance of the unwitting Sisko. It is widely believed at this time that no Maquis cells remain.

aimed at **Cardassia Prime**. He frees the remaining Maquis and takes them back to the **Federation**.

STARSHIP LOG: 'Blaze of Glory' [DS9]

JUNGLE ASTEROID

This unnamed asteroid is located in the area of space known as the **Badlands** – a popular haven for the **Maquis**, as the larger **Jem'Hadar** and **Cardassian** vessels are unable to negotiate the dangerous plasma fields. It is used as a dropping-off point for a number of Maquis cells. **Commander Benjamin Sisko** tracks **Starfleet** defector **Commander Calvin Hudson** and his small group to the asteroid in 2370. He is captured, but later allowed to leave.

STARSHIP LOG: 'The Maquis', Parts I & II [DS9]



On an exotic and mysterious jungle asteroid Calvin Hudson is found to be one of the leaders of the Maquis by his old friend Benjamin Sisko. His allegiance now lies in these Badlands, not with Starfleet.

The Guide to the STAR TREK Galaxy

FILE 18

CARD 2G



OTHER GROUPS
AND RACES



OTHER GROUPS
AND RACES

MAQUIS PLANETS

MARVA IV

Marva IV is a gaseous, orange-colored planet, also located in the **Badlands**. Its myriad caves become a refugee camp in 2373 for colonists ousted from the planet **Salva II**, who repudiate the resettlement arrangement offered by the **Federation** as a means to end their struggle. They prefer to wait and try to return to their homes – a **Maquis**-proposed ideal that will most likely not materialize.

The poorly-lit caverns are awash with people and endeavor as Marva IV is turned into a working colony. The caves are partitioned by curtains, separating them into basic sleeping quarters, medical bays, and work areas. **Captain Benjamin Sisko** visits

Marva IV in 2373 to talk to a Federation informant within the Maquis, **Cing'ta**, but he is instead ambushed by **Eddington**.

STARSHIP LOG: 'For the Uniform' [DS9]



► *The inimical Eddington uses the Maquis planets as his fields of war, and their caverns as his headquarters.*

► *Benjamin Sisko is apprehended by Starfleet traitor and Maquis leader Michael Eddington on Marva IV.*

RONARA PRIME

Ronara Prime is a Class-M **Federation** colony in the **Demilitarized Zone**, and home to a large number of **Maquis**, who coexist easily with a number of non-Maquis settlers. A number of Maquis ships are also hangared there.

The central settlement of the brown-blue planet is a collection of low-rise buildings surrounding a large common square, with walkways and balconies linking them above ground level. The local drinking spots are frequented by Maquis sympathizers, and sometimes run by Maquis members, who use their positions to recruit potential new cell members. The leaders remain cautious, however, and subject strangers to rigorous background checks.

Lt. Ro Laren is sent by **Starfleet** to infiltrate Ronara Prime's Maquis cell in 2370. She succeeds, but at the same time she is deeply affected by the courage of their convictions. She joins the resistance after witnessing first-hand the indiscriminate murder committed by three **Cardassian** soldiers who penetrate the colony and open fire.

STARSHIP LOG: 'Preemptive Strike' [TNG]



► *The architecture of Ronara Prime consists of low, block buildings.*



► *Ro Laren finds that the inhabitants of Ronara possess charm and integrity.*

TRACKEN II

The Maquis colony on **Tracken II** is the mooted second target for **Captain Benjamin Sisko**'s radical trilithium resin solution in 2373. **Eddington**'s surrender to the **Federation** saves the planet from a similar fate to **Solosos III**.

STARSHIP LOG: 'For the Uniform' [DS9]



► *Tracken II, a Class-M planet, remains uninhabitable.*

SOLOSOS III

The Class-M planet **Solosos III** is one of the **Maquis** colony worlds located in the **Demilitarized Zone**. The orange-blue planet falls victim to a stony battle of wills between **Captain Sisko** and **Eddington** in 2373. The Maquis leader makes cobalt diselenide attacks on the **Cardassian** worlds **Veloz Prime** and **Quatal Prime**, rendering them uninhabitable to the Cardassians – and Sisko does the same to Solosos III in retaliation.

The **U.S.S. Defiant NX-74205** scatters trilithium resin in the planet's atmosphere, leaving it unable to support human life for the next 50 years. The planet's colonists are forced to evacuate, after initially refusing to take the threat seriously. They are resettled on the planet evacuated by their Cardassian counterparts.

STARSHIP LOG: 'For the Uniform' [DS9]



► *Solosos III does not reveal the scars of its inhabited existence from orbit.*

VOLON III

Volon III is another **disenchanted Federation** colony located in the **Demilitarized Zone**. The community is an attractive, low-lying settlement with a huge mountain in the distance. A network of pipes funnels a substance, most likely clean water, down from the mountain to the colony.

Volon III is a hotbed of **Maquis** activity, and the site where the **Cardassian**/Maquis conflict historically first flares up in 2370. **Commander Benjamin**



► *Starfleet officers meet with Cardassian delegates on the Maquis colony Volon III.*

Sisko, **Gul Dukat**, **Starfleet** attache to Federation colonies in the DMZ **Calvin Hudson**, and his opposite number **Gul Erek** engage in heated discussion on the colony just prior to the official formation of the Maquis.

STARSHIP LOG: 'The Maquis' Part I [DS9]



The Guide to the STAR TREK Galaxy

FILE 18 CARD 106A



OTHER GROUPS
AND RACES

HIROGEN HOLODECK PROGRAMS

OTHER GROUPS
AND RACES

The predatory Hirogen are attempting to change the habits of their species, and develop beyond the limits imposed by their constant search for prey. Starfleet holodeck technology offers them a way forward, but proves to be a lethal Pandora's Box.

Hhe Hirogen race, for as long as their collective memory extends, have lived for the hunt; seeking out new sentient life forms as their prey, entrapping and outwitting their foes. Expanding through the **Delta Quadrant** in a diaspora of death, they have no homeworld, and lead a nomadic existence, living in their ships, existing only to seek out new worlds and new conquests, and to increase their famed hunting skills.

This pattern of behavior has gone on for centuries, and whatever cultural imperative originally incited it is long since forgotten. The Hirogen now face a slow attrition, as over-specialization has narrowed their evolutionary paths.

Their reproductive options are limited and their education and training focuses only on one small field. Increasing isolation from the bulk of their population, in small hunting ships with a limited gene pool, means that unless their society is radically reconfigured, they are not a viable candidate for long-term species survival.

Excellent prey

A chance encounter with a group of sentient beings, not indigenous to the **Delta Quadrant**, but merely voyaging through it, points one **Hirogen Alpha** – a being possessed of insight rare in his species – toward a path that may free his people from the destructive cycle they are locked into.

On its long sojourn back to the **Alpha Quadrant**,

the **Federation** starship **U.S.S. Voyager NCC-74656** is detected by several Hirogen ships hunting in a pack. The Hirogen attack *Voyager*, and rapidly overwhelm the crew, taking possession of the ship. The discovery of **holodecks** presents the Hirogen with an interesting possibility; from previous



▲ Captain Kathryn Janeway is forced to assume the role of a Klingon warrior by the Hirogen hunters.

◀ The Hirogen force the unwitting crew of the **U.S.S. VOYAGER NCC-74656** into different holodeck scenarios; a Klingon program is a particular favorite.

RESISTANCE IS FUTILE?

Play it again

A nexus of senior *Voyager* personnel form the core of the resistance unit in their alternate holographic identities as citizens of Sainte Claire – their real personas suppressed by Hirogen implants. Captain Kathryn Janeway is Katrine, proprietor of the Coeur de Lion night club, with Tuvok as her stoic bartender and second-in-command. Others involved in the resistance cell scenario are B'Elanna Torres as the young girl Brigette, forced into a liaison with a Nazi officer, Neelix as the friendly baker who smuggles messages, and Seven of Nine as the enigmatic chanteuse Mademoiselle de Neuf, whom the others suspect of being a double agent.



▲ Katrine – Captain Kathryn Janeway – runs the local bar, which is popular with Nazi officers and Hirogen alike.



▲ Brigette – or rather B'Elanna Torres – is a French girl who is pregnant with a German Kapitan's child.



▲ Neelix forms an integral part of the French resistance. He delivers covert messages to Katrine.



▲ Seven of Nine assumes the role of the beautiful and extremely talented bar singer, Mademoiselle de Neuf.

GALAXY FACTS

► The over-extension of *Voyager*'s holodeck programs results in some inaccuracies; for example, in the French Resistance program, there is reference to a non-existent English county of Sonnenshire.

► Similarly, the French Resistance program depicts shops and businesses as being open for trade on a Sunday in France in the 1940's – a socio-cultural impossibility given the prevailing attitudes of the period.

encounters with *Voyager*, they already know that the **Starfleet** personnel provide excellent and resourceful prey. Why not, therefore, extend their usefulness by utilizing *Voyager*'s holodecks to create an endless array of hunting scenarios, with different terrains, external factors, and levels of opposition, with a skilled and cunning prey that can be repaired in short order via *Voyager*'s medical facilities, and be sent back to participate in another deadly charade?

The plan is rapidly put into operation. Half of the crew is sent into the holodecks as cannon-fodder to be hunted down by the Hirogen. The remainder are held captive, as hostages, or as forced labor to extend and enhance the holodecks' capabilities.

Neural interfaces are generated which suppress the *Voyager* personnel's memories, making them believe that they are characters in the scenarios they inhabit, although their core personality traits remain intact.

One favored basic training exercise for youngsters is the forest pursuit, in which hunter and prey must stalk each other

► The Hirogen crew wear their Nazi uniform as a distinct symbol of their role in the hunt.

The Guide to the STAR TREK Galaxy

FILE 18 CARD 106A



OTHER GROUPS AND RACES



OTHER GROUPS AND RACES

HIROGEN HOLODECK PROGRAMS



► The Hirogen retreat after the Klingon and World War II programs violently overlap.



► The Hirogen enjoy taking the roles of Nazi officers in the holodeck program, despite the fact that it is not, strictly speaking, a formal part of the hunt that they desire.



► The Hirogen Alpha finds the opportunity to investigate the machinations of the *VOYAGER* crew in their holodeck personas almost as thrilling as the regular hunt that he usually partakes in. This allows him to develop a more cunning role.

HOLOGRAPHIC OFFICER

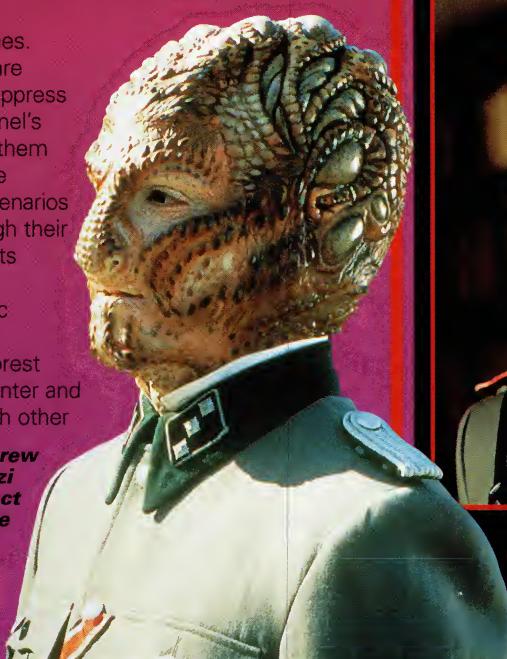
Photons and firearms

The realistic nature of the World War II holodeck program includes a number of complex characters. Chief among these is the Kapitan, a Nazi officer who plays a prominent role in the program. The Kapitan works alongside the Hirogen, but he is not the stereotypical villain of the piece; instead, he displays a keen eye for art – albeit that which he acquires through Nazi plundering – as well as a deeper, more personal characteristic that involves a relationship with Brigitte. His pregnant lover is played by none other than Lt. B'Elanna Torres, who carries a holographic fetus within her womb.

► The Kapitan is oblivious to the alien visage of the Hirogen Alpha, but he is keen to prove that he can be trusted by his superior officer.



► The Kapitan plays a prominent role in the occupation of the town of Sainte Claire.





The Guide to the STAR TREK Galaxy

FILE 18 CARD 106B



OTHER GROUPS
AND RACES

HIROGEN HOLODECK PROGRAMS

OTHER GROUPS
AND RACES

The Hirogen's acquisition of Starfleet holodeck technology in 2374 is supposed to provide them with the necessary systems in which to create simulated hunts. Their continued desire for testing prey, however, ultimately proves to be a fatal error of judgment.

His Hirogen's efforts to subjugate the crew of the *U.S.S. Voyager NCC-74656* as cannon fodder in a series of holodeck scenarios in 2374 provides the race of ferocious hunters with an alternative to their traditional hunting grounds. The subsequent manner in which the **Starfleet** crew fight back, however, swiftly deprives the Hirogen of their new hunting ground.

New perspective

Nevertheless, the **Hirogen Alpha**'s vision of the future is made apparent to **Captain Kathryn Janeway**. He reveals that he is virtually alone among his people – he can see that with their insistence on hunting being the only aim in life, his race are spreading themselves too thin, and heading for extinction. His experiments with the holodeck technology have had a greater underlying purpose than the thrill of the hunt; the Hirogen Alpha has envisioned a future where, by establishing holodecks of their own, his race can still fulfill themselves with hunting, but can also create outposts where their people can meet and interact – stable bases rather than the nomadic existence caused by their dispersal. In time, entire new classes of Hirogen

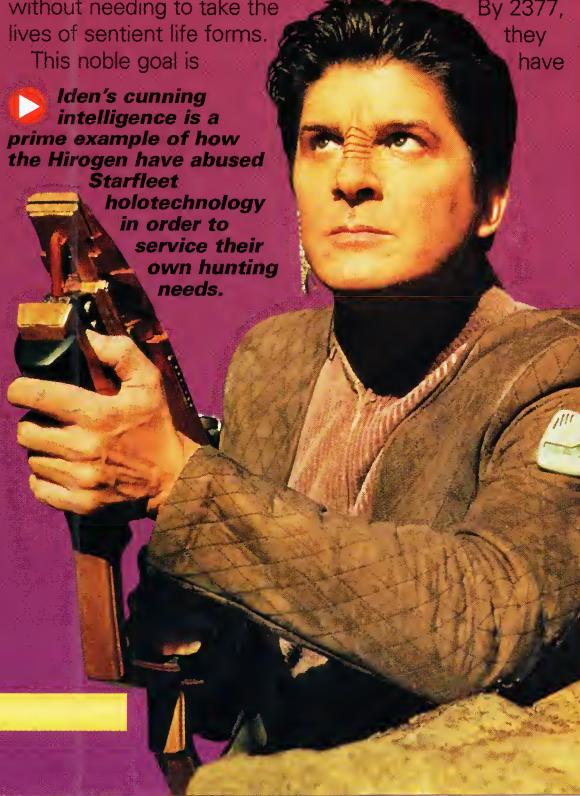
might develop, devoted to something other than hunting, yet still able to satisfy their cultural imperative without needing to slaughter other beings.

Sharing technology

Moved by the Alpha's eloquence, Janeway makes the uncharacteristic error of judgment – after the Alpha becomes a casualty of the conflict – of giving holodeck technology to his second-in-command. She hopes that in learning to stalk holographic prey, the Hirogen will be able to satisfy their bloodlust and at the same time move toward a less aggressive, broader-based society, without needing to take the lives of sentient life forms.

This noble goal is

► Iden's cunning intelligence is a prime example of how the Hirogen have abused Starfleet holotechnology in order to service their own hunting needs.



partially achieved; the Hirogen do stop hunting organic beings, and there is, within a handful of years, a notable stratification of their society, with the development of the **technician**-class, as well as the **hunter**-class.

By 2377, they have



► The holograms that join Iden's cause are drawn from a variety of Hirogen holodeck programs, including those featuring Federation and Cardassian officers.

► Donik is one of the few Hirogen to assume a role other than a hunter; he is a technician.

► Donik is responsible for upgrading the hologram's abilities.

created immense **Training Facilities** on which Hirogen from different packs can meet, interact, and hunt holograms. The Hirogen's hunting instincts are not



DOCTOR IN PERIL

Subjected to death

The terrifying events that the sentient holograms are subjected to are experienced first hand by the Doctor in 2377 when Iden forces him to enter a holographic arena. The Doctor finds himself in a lush forest environment where he is stalked by three Hirogen. In this landscape, he is able to experience pain and suffering – which he does when he is viciously stabbed by a hunter.



► The Doctor suffers agonizing pain as a Hirogen hunter thrusts a knife into his stomach during the holodeck scenario that Iden subjects him to in order to gain his support.



GALAXY FACTS

The Hirogen have modified the Starfleet holodeck technologies to such a degree that an away team from the *U.S.S. Voyager* *NCC-74656* is initially unable to determine whether the holographic environment that they transport into is real or not.

The Hirogen elected to alter the parameters, intelligence, and abilities of the holograms they employ in their programs, as they believe that "capable prey make the hunt more challenging."

satisfied with simple pursuit programs, however; they want their prey to be as realistic as possible. Disabling the Starfleet safety protocols guarantees a greater challenge, and heightened sensory subroutines, enhanced learning algorithms, and countless other modifications raise the intelligence of the holocharacters and their ability to adapt and counterattack. This learning process eventually crystallizes into sentience, and one such sentient program, with the appearance of a *Bajoran* male named *Iden*, develops a taste for vengeance.

Holo-uprising

Formerly a Hirogen Alpha's favorite prey, the *Iden* hologram has been hunted to death countless times, learning and adapting with each episode. Eventually, he transcends the limits of his programming, and leads his fellow sentient holograms on a vengeful crusade. *Iden* possesses all of the knowledge contained within the *Training Facilities*' database, and it would be a comparatively simple matter for him to lead his photonic comrades to escape; *Iden*, however, is not content with his own freedom. Inspired by the



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 106B

HIROGEN HOLODECK PROGRAMS



OTHER GROUPS AND RACES



The sentient holograms prove to be far more challenging than their Hirogen creators had ever planned.



The holodeck jungle levels the playing field; who is the hunter or the hunted?



The Hirogen-designed holograms stalk their creators with deadly precision. Without the necessary safety protocols they are ruthless killers.

find sanctuary, is a goal worth pursuing. With the programs for all the surviving holograms stored within a **photonic field generator**, they set off on a quest for such a planet.

The Hirogen, on the other hand, must return to their *Training Facilities*, the deaths of their fellows unavenged. Holodeck technology is now too much a part of their society for any attempt at removal by the **Federation** personnel to be successful; Pandora's Box has been opened, and whatever the long-term effects, for good or ill, the Hirogen holodeck programs will continue to run their violent battles.

DEADLY ARENA

Hunter and the hunted

The Hirogen satisfy their craving for the hunt by pursuing sophisticated holographic opponents, generated in *Training Facilities* which are isolated space stations. The integrated Starfleet safety protocols have been deleted, in order to make the danger of the chase more stimulating for the hunters. Disastrously, this leads to the annihilation of all Hirogen personnel in several *Training Facilities* when *Iden* raises his fellow holograms to sentient status, and liberates his people by inducing them to wipe out their creators.



The Hirogen tradition of hunting sentient prey is given a new lease of life in the TRAINING FACILITIES. Here, the hunters can track a variety of foes in limitless environments in order to satisfy the bloodlust that they feel for the hunt.



Iden ruthlessly butchers the Hirogen that he finds within the TRAINING FACILITIES in 2377.



The HIROGEN TRAINING FACILITIES are focused entirely toward providing a suitable arena for Hirogen personnel to engage holographic characters in battle simulations. They feature numerous upgraded and modified Starfleet technologies.

The forest environment is a favorite of the Hirogen, as it contains a wealth of different terrains and conditions to traverse.





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 165



OTHER GROUPS
AND RACES

ANTARIAN TRANS-STELLAR RALLY: COMPETING RACES

The Antarians, Terrellians, Aksani, and Chessu race through a course laid among stars that until recently marked the site of a very different competition — a century long war. By happenstance, the *U.S.S. Voyager NCC-74656* arrives in time to participate.

During its journey through the **Delta Quadrant**, the *U.S.S. Voyager NCC-74656* travels through many jealously guarded territories, and on occasion disputed areas of space. The values held by the **United Federation of Planets**, and embodied by **Starfleet** are not always held in such high regard by other species, so encountering a group of races intent on living in peace is always welcome to the crew of the *Intrepid* class vessel. The situation surrounding the first **Antarian Trans-stellar Rally** in 2377 is an extremely fragile one, commemorating as it does a new and precarious treaty that effectively ended nearly a century of conflict

between four warring factions over the same region of space. The race is hosted by the **Antarians**, but a number of nearby and more distant species apply to enter the competition that promotes peaceful coexistence and the free exchange of ideas. Nevertheless, some factions are intent on destroying the reconciliation process.

Race for peace

The man charged with the organization and administration of the entire Rally is the Antarian **Ambassador O'Zaal**, a tall humanoid male whose skills in diplomacy are stretched to the limit as he attempts to placate all sides before, during, and after the race. Ambassador O'Zaal is burdened by the fact that

every decision he makes, no matter how trivial, is seen as symbolic by the differing sides, and concessions to one participant often offend another, despite his best attempts to appear neutral.

Playing games

Two of the most powerful species entering the race are the **Aksani** and the **Chessu**, opposing species who clearly still harbor great animosity and bitterness toward each other. Ambassador O'Zaal promises the honor of hosting the post-race ceremonies to the Chessu in earlier talks, but when the Aksani discover this they threaten to withdraw from the race entirely unless they are allowed to host the event.

Ambassador O'Zaal is

▶ **Assan** is one of the many alien competitors to take part in the Antarian Trans-stellar Rally.



▶ **Assan** is looking to win the rally aboard his purposeful vessel.

nothing but patient, and instructs his aide to arrange a further meeting to resolve the problem. He expects the resulting stalemate to completely jeopardize the race when an unexpected and very welcome solution is provided by **Captain Kathryn Janeway**. She suggests both the pre- and

post-race activities are held aboard the neutral ground of the *Voyager*, as it was not involved in the war, and could offer an ideal middle ground for all of the contestants to visit.

Extreme measures

Ambassador O'Zaal is deeply concerned with the safety of the Rally's competitors, and is mindful of various threats he receives from arms dealers, isolationists, and political extremists opposed to the new alliance. It is unfortunate that the female competitor **Irina** is an active and determined member of one of these factions. She enters the race with the sole intent of sabotaging her own ship, and using the *Delta Flyer* to cause a catastrophic explosion at the finish line of the race, where more than a dozen ships and hundreds of innocent people from many species await the Rally's winner.

READY, STEADY, GO!

The Trans-stellar Rally

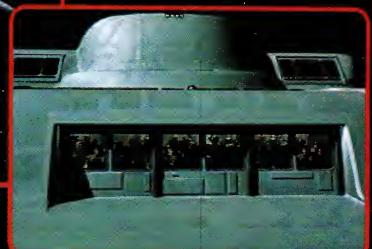
The Antarians, Terrellians, Chessu, and Aksani participate in the Rally as a sign of goodwill and good faith in the recently consolidated peace treaty between these formerly warring peoples. The *Delta Flyer* is a late entry in the commemorative rally, making it a truly inter-quadrant affair.

The race course is designed with the intention that the best pilot will win, not the best vessel, and an air of post-war competition is rife among the entrants.



▲ Eight ships have gained entry to the race by petition. The vessels may vary in design, but are technological equals and by race rules carry the same amount of fuel.

▼ **Spectators cheer through the windows of the mess hall on the *U.S.S. VOYAGER NCC-74656*, while Neelix commentates.**



GALAXY FACTS

► **Antarian Glow**
Water is alleged to be an exotic substance by some unscrupulous traders.

► The rally course has three segments over 2.3 billion kilometers long, and obstacles include K-class anomalies and dwarf star clusters.

► The gravity of a gas giant in the Darla System is used to boost a ship's speed during the race.



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 165



OTHER GROUPS AND RACES

ANTARIAN TRANS-STELLAR RALLY: COMPETING RACES



► **Lt. Tom Paris teases Ensign Harry Kim regarding his friendliness toward their earlier one-on-one pre-race challenger Irina. After her copilot is injured, Kim switches allegiance and navigates the remainder of the race with Irina aboard her vessel.**



► **The Trans-stellar speed racers generally prove to be a friendly group of adventurers.**



► **Pilots exchange strategies and spars during the opening ceremonies aboard VOYAGER.**



► **Couple and colleagues Lt. Paris and Lt. Torres share fighting words in the DELTA FLYER.**

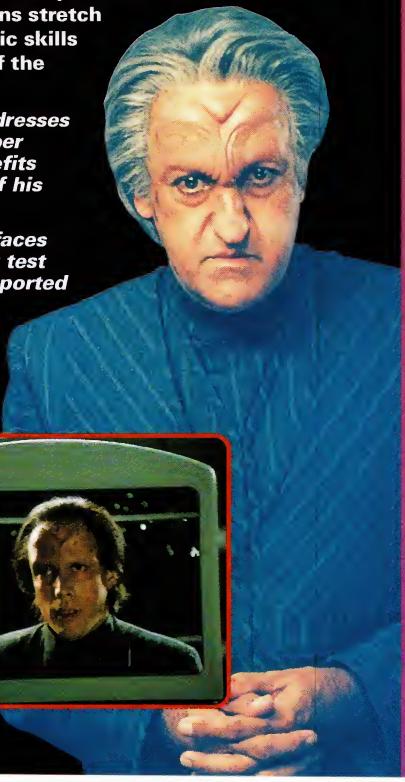
TROUBLE AT THE TOP

Ambassador O'Zaal

Ambassador O'Zaal is the Antarian ambassador who takes the helm of the direction and administration of his people's celebratory Trans-stellar Rally. He is in the unenviable position of orchestrating a fun-filled competitive race for entrants and spectators alike, all of whom, aside from the crew of the U.S.S. Voyager NCC-74656, have only recently forged a peace treaty. The Antarians, Imhotep, Chessu, and Terrellians stretch his diplomatic skills the length of the course.

► **O'Zaal dresses in somber shades as befits the nature of his profession.**

► **O'Zaal faces another test when it is reported that the post-race celebration site is a matter of rancor.**



Irina comes from a small trinary system approximately half a parsec away from the location of the Antarian Trans-stellar Rally. They are a technologically advanced, warp capable race very similar in appearance to humans, but their attitude toward their former enemies is not as enlightened as the Antarians. Irina explains to **Ensign Harry Kim** during her attempts to end the peace process that not all species are comfortable having to mix with other races, and she believes it is better to be separate.

Fresh start

The beginning of the Trans-stellar Rally fields 12 vessels, with the Chessu entering at least two vessels in the race. It is interesting to note that during the party hosted aboard Voyager prior to the race there are more than four races present, and Ambassador O'Zaal comments that a number of species have journeyed quite a distance to enter

the Rally – but none have come as far as the **Alpha Quadrant**. All contestants visiting the Starfleet vessel appear humanoid in nature, with the majority of them happy to mix socially with members of *Voyager*'s crew, and discuss the forthcoming race.

The former fighter pilot **Assan** is one notable exception. He is a tall and threatening looking individual whose society does not appear to favor communication unless it is to a minion assigned to serve them, or a friend. Assan may not be typical of his race, but he does not believe in the fellowship of combat and makes no effort to converse with **Lt. Tom Paris**. Assan makes it clear that he does not view the race in terms of a friendly competition but instead sees it as a form of combat. During the race itself, Assan employs a number of close-quarter combat tactics illustrating a ruthless ambition to win.

In the investigation following the injury

sustained by Irina's copilot **Joxom**, Assan shows he is capable of reason when he agrees that the Rally must continue despite the fears of Ambassador O'Zaal about the contestant's safety, and suggests his species do value the efforts being made to keep the peace process intact.

Winning form

The early stages of the first leg of the Antarian Trans-stellar Rally are dominated by vessels from the **Imhotep** and **Terrellian** races, with them battling for first place until they are joined by Assan and his copilot along with the *Delta Flyer* and **Irina's Vessel**. Race rules require all vessels to use the same fuel, and the tightly regulated engine specifications leave victory or defeat in the hands of the pilots, the design of their vessels, and a determination to win. All of the races taking part in the Rally appear to be of a similar technological sophistication. This suggests one reason why the previous hostilities had been raging for so long – one species did not have the advantage over the other. The crew of *Voyager* and their auspicious encounter with the Rally competitors proves instrumental in averting a return to warfare, neutralizing Irina's threat, and facilitating the delicate peace process.

► **The vessels entered in the Antarian Trans-stellar Rally must petition to gain official entry to the competition. Irina's vessel needs to undergo repairs aboard the U.S.S. VOYAGER NCC-74656 before being allowed to rejoin.**



STARFLEET ACADEMY

COMBAT TACTICS

OPERATIONS UNDER SKELETON CREWS

Starfleet vessels are designed to be operated by fully trained crews, but, in practice, a skeleton crew is able to control key systems for extended periods with the assistance of the main computer. These occasions are few and far between, and usually occur only in desperate circumstances.

Starfleet vessels rely on computer control for many systems. An experienced crew is generally needed to perform routine maintenance, and diagnose and correct hardware problems and software glitches, but a starship can feasibly run on automatic for a lengthy period of time.

Starships are specifically rigged for automation prior to the 24th century.

Commander Montgomery Scott modifies the systems accordingly aboard the *U.S.S. Enterprise NCC-1701* in 2285, allowing Captain James T. Kirk and his tiny bridge crew to steal the vessel and operate it among themselves. It is, in Scott's words, so simple "a chimpanzee and two trainees could do it."

Problems surface, however, when the ship is taken into combat against a *Klingon Bird-of-Prey*. The shields are unable to be raised because of the heavy load placed on the automation system, and the entire mechanism is taken out by a lucky Klingon torpedo hit.

The ship's successor, the *U.S.S. Enterprise NCC-1701-A*, is ordered into the Neutral Zone two years later with barely a skeleton crew aboard. The vessel is still being put together, meaning its system problems must be solved en route.

Another ship to bear this name, the *U.S.S.*

Enterprise NCC-1701-C, sees many of its crew killed while defending the *Klingon* outpost at *Narendra III* from *Romulan* attack in 2346. Most of the bridge crew are killed. The battle also creates a temporal rift through which the *Enterprise* travels, drastically altering the future timeline.

A ship by any other name . . .

The ship must return to the battle to restore history, but Captain Rachel Garret dies in the altered future, forcing Lt. Richard Castillo to take command. He has limited support from ops and reduced staff in engineering, though he benefits from the transfer of Lt. Tasha Yar from the future *U.S.S. Enterprise NCC-1701-D*. Her work at the tactical station helps ensure that the ship accounts for itself well, and this *Enterprise*'s place in history is assured.

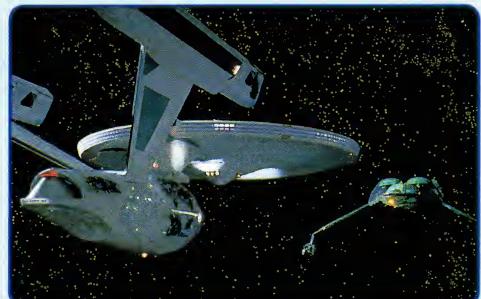
Advances in automation mean that the massive *U.S.S. Enterprise NCC-1701-D*, launched in the early 2360's, is able to be operated by a very small number of people. Four *Bynars* are able to hijack the ship in 2364 and pilot it back to their homeworld, *Bynaus*, under computer control.

The *Enterprise* operates under a true skeleton crew when the vast majority of able-bodied officers assemble into four-person away teams and beam to the surface of a planet to try and locate the missing Lt. Commander Data, in 2369. The crew left behind is placed under the command of Dr. Beverly Crusher, who faces the dire threat of a *Borg* attack. She is additionally hampered by the fact that many of her officers are inexperienced and new to their stations. They nevertheless work together, and Crusher successfully leads the *Enterprise* into battle when most of the crew return to the ship.

Crusher also finds herself in command two years prior to this, in 2367, when she is trapped



Lt. Hikaru Sulu, Captain James T. Kirk, Commander Montgomery Scott, and Dr. Leonard McCoy man the bridge of the *U.S.S. ENTERPRISE NCC-1701* as a small, but not diminished, team.



The *ENTERPRISE* finds itself in dire straits when it encounters a *KLINGON BIRD-OF-PREY*, and cannot protect itself due to the crew shortage.

inside a static warp bubble. The crew of this replica *Enterprise*, created from Crusher's thoughts, steadily diminishes, reflecting the thoughts occupying the doctor's mind at the moment the bubble was created. Eventually, just Crusher and Captain Jean-Luc Picard are left behind – all the crew apparently needed to fly the ship in the logic of the bubble.

A few good crew

A Starfleet vessel a long way from home, the *U.S.S. Voyager NCC-74656*, is also forced to operate with a diminishing crew in 2373, as crew members disappear at intervals of nine minutes and 20 seconds. They are replaced by a race called the *Nyrians*, in a calculated effort to take control of the ship. All but *Voyager*'s most essential systems must be shut down as the



Captain Jean-Luc Picard and Commander Will Riker regard their Bynar hijackers, after they regain control of the *U.S.S. ENTERPRISE NCC-1701-D*.



Captain Rachel Garret and her doomed crew receive vital tactical assistance from the alternate future Lt. Tasha Yar, when facing hostile Klingons.



Dr. Beverly Crusher finds herself commanding her mind's eye version of the *ENTERPRISE* alone, after she is enveloped by a static warp bubble in 2367.





FILE 19 A Guide to FEDERATION STARFLEET



► **Efforts to restrict the Nyrians' movements fail, and their increasing numbers result in a vulnerability and an opportunity for usurpation.**



► **Only a handful of the U.S.S. VOYAGER NCC-74656 crew remain to share a meal together in the mess hall during their year of hell in 2374.**



► **Seven of Nine has only the Doctor for company aboard VOYAGER while the remainder of the crew retires to stasis pods for nearly a month in 2374.**



► **Captain Kathryn Janeway and Commander Chakotay are filthy and exhausted, but still attempt to repel the Krenim Imperium's attacks in 2374.**

remaining crew members are transferred to security details. Decks 11 through 15 are completely shut down, and by the time the Nyrians take control, only **Commander Chakotay** and **Ensign Gennaro** are left running the ship.

Voyager regularly faces problems with understaffing, beginning with the loss of a number of crew members when the ship is swept into the **Delta Quadrant** by the **Caretaker** in 2371. The numbers are made up by incorporating Chakotay's **Maquis** crew.

Captain Kathryn Janeway must later maintain the ship with a skeleton crew in the alternate timeline dubbed the Year of Hell. A number of her crew are seriously injured during the constant attacks by the **Krenim Imperium**, and in the end Janeway orders most of the survivors to evacuate in escape pods. Eight senior crew members remain onboard to maintain the failing systems. This leaves them prey, however, to plundering by any passing species.

Voyager is reduced to running on automatics alone in mid-2374 when the crew is affected by a dream species that prevents them from waking. The ship's systems function well enough on automatics for the two days the crew is incapacitated.

Rising to the occasion

Real problems surface when starships are forced to operate with a skeleton crew over extended periods, as more and more systems require the maintenance they would routinely receive with a full crew. This is the case when *Voyager*'s crew must enter stasis to endure passage through a **Mutara**-class nebula in 2374. The ship is left under the control of just two crew members: the **Emergency Medical Hologram** and **Seven of Nine**. Their duties

include regulating ship's systems and making course corrections, as well as monitoring the life signs of the crew in stasis.

Seven develops an efficient daily routine that involves taking a nutritional supplement, then checking bridge and engineering functions. She maintains the ship's hardware when the nebula begins to have a deleterious effect on it, but the tasks escalate over the four week journey through the nebula. The situation is further complicated by Seven's difficulty with handling extreme isolation after many years in the **Borg collective**, but *Voyager* successfully negotiates the nebula under her command.

Other Starfleet vessels have been known to run on skeleton crews. The training vessel **U.S.S. Valiant NCC-74210** runs on a reduced crew of **Red Squad** cadets in 2374, after **Captain Ramirez** and his senior staff are killed in a firefight with the **Cardassians**. The new captain, **Tim Watters**, and his crew continue to operate the *Valiant* for almost eight months until a fatal tactical misjudgment seals their fates.

A guerrilla team of Romulans kills the small Starfleet test crew and takes control of the **U.S.S. Prometheus NX-59650** the same year. A few Romulan officers successfully navigate the ship to the edge of Romulan space and deploy the revolutionary **multivector assault mode** to fight off their Starfleet pursuers.



► **The U.S.S. VALIANT NCC-74210 leaves behind its training days after the young cadets aboard become the senior crew.**



► **VOYAGER's Doctor meets the EMH-2 from the U.S.S. PROMETHEUS NX-59650 after a Romulan hijacking in 2374.**

A BONE TO PICK

An empty station

Captain Benjamin Sisko stays behind on space station **Deep Space Nine** with a skeleton crew twice in quick succession in early 2370. He and a small group first frustrate efforts by the Bajoran-based terrorist group known as the **Circle** to take over the station, then shortly afterward maintain the station during another evacuation due to a violent plasma disruption. Their reduced numbers leaves the station vulnerable, however, to attack by the opportunistic **Trill Verad** and his accomplices.



► **Captain Benjamin Sisko leads his skeleton crew when DEEP SPACE NINE is under threat – he does not take kindly to bullying.**



► **Major Kira Nerys and Dr. Julian Bashir are part of the staff that remains to operate DEEP SPACE NINE in early 2370.**



FILE 25 U.S.S. ENTERPRISE NCC-1701-D

SHIP:

U.S.S. ENTERPRISE NCC-1701-D

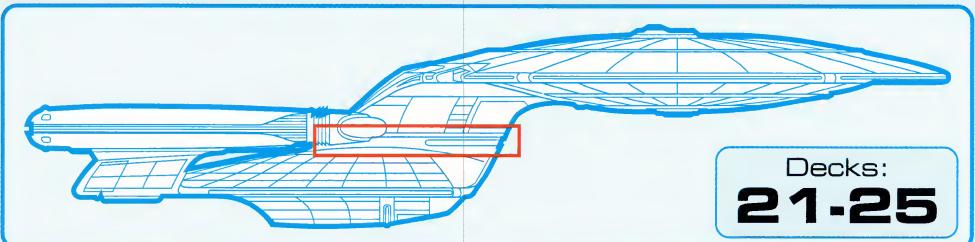
SYSTEM:

DECK-BY-DECK

LOCATION:

DECKS 21-25

Decks 21 to 26 of the *U.S.S. Enterprise NCC-1701-D* are predominantly occupied by functions and crew of the starship's engineering department.

Decks:
21-25

DECK 21

Deck 21's close proximity to the primary engineering levels, directly below this deck, leads to the incorporation of several crew quarters designated for specific use by the engineering personnel. A series of wide interconnecting corridors, and the nearby **turbolift** network allow fast access to the duty stations; this concession proves vital during emergency situations. The rear void area is used to house the **U.S.S. Enterprise NCC-1701-D** hull spine conduits, and also features a number of consumables transfer conduits, providing a distribution network to the entire ship for materials located within the consumables storage area on Deck 19.

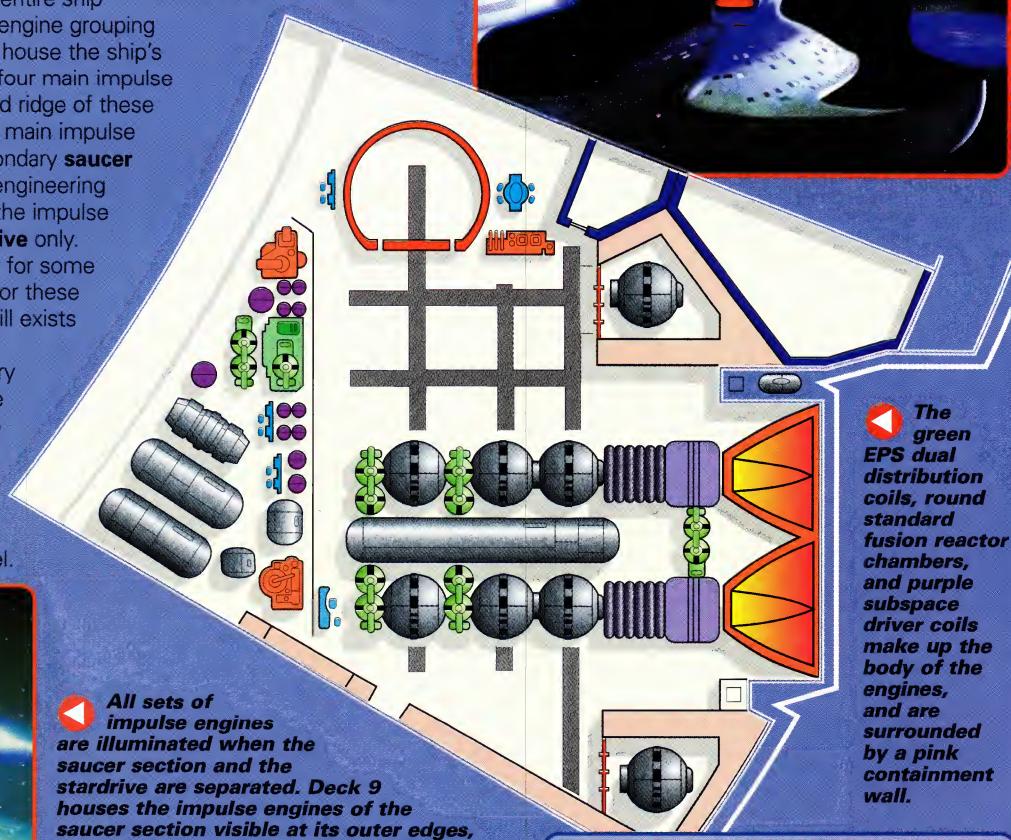
The crew quarters for the engineering personnel come in an array of floor plans – most along the exterior of the deck. On Deck 21 of the **U.S.S. ENTERPRISE NCC-1701-D**, crew member accommodations have the luxury of windows, which can be used to view the passing stars, or in a more terrestrial fashion, frame a bouquet of flowers.



DECK 22

Decks 22 and 23 are the location for the **U.S.S. Enterprise NCC-1701-D**'s main impulse engines. These are four separate units grouped in two sets, thrusting along the centerline of the entire ship when traveling at **sub-warp** speeds. The engine grouping requires two decks to be used in order to house the ship's primary sublight engine system, with the four main impulse engine nozzles terminating at the starboard ridge of these joined levels. Under normal operation, the main impulse engines work in conjunction with the secondary **saucer section** impulse engines; although if the engineering hull is separated from the saucer section the impulse engines give sublight power to the **stardrive** only. The impulse engines also generate power for some auxiliary systems, and while the controls for these procedures are highly automated, there still exists the need for an engineering systems programming office; it is located at the very front of Deck 22, and controls both engine sets. The large amount of area required to house the engines and inline impulse fusion reactors leads to a reduced number of engineering crew accommodation being located on the port and starboard inner edges of this level.

The red glowing light of the impulse engines on Deck 22 and 23, at the base of the hull spine where its girth is most narrow, can be seen shining brightly from space.



All sets of impulse engines are illuminated when the saucer section and the stardrive are separated. Deck 9 houses the impulse engines of the saucer section visible at its outer edges, while Deck 22 and 23 holds its engine sets at the base of the hull spine.

The green EPS dual distribution coils, round standard fusion reactor chambers, and purple subspace driver coils make up the body of the engines, and are surrounded by a pink containment wall.



See: FILE 25 CARD 12





FILE 25 U.S.S. ENTERPRISE NCC-1701-D

DECK 23

Deck 23 is slightly larger in area than Deck 22, but keeps the same configuration with the **impulse engines** in exactly the same place as the units directly above. Each of the four impulse engines consists of three basic components – the **impulse reaction chambers**, **accelerator generator**, and **driver coil** assembly. The exhaust units are vectored, and capable of directing the vessel in different directions via direct commands from the conn on the main bridge, or battle bridge, and the four units are coordinated to work as one system. Engineering crew quarters are situated on the port and starboard sides of the outer hull, similar to Deck 22, with no accommodation located within the deck's interior. The **photon torpedo** storage magazine is located at the bow of the deck, and the primary repository for the forward facing photon torpedo launcher is located directly below on Deck 25.



See: FILE 60 CARD 3

Photon torpedoes are used in tandem with ship's phasers as defensive weaponry. A matter/anti-matter charge is released shortly after launching that can effectively diminish an attacker's power of aggression, or pursuit.

Photon torpedo casing has changed little since the 23rd century. These weapons still prove to be a starship's most powerful defense.

DECK 24

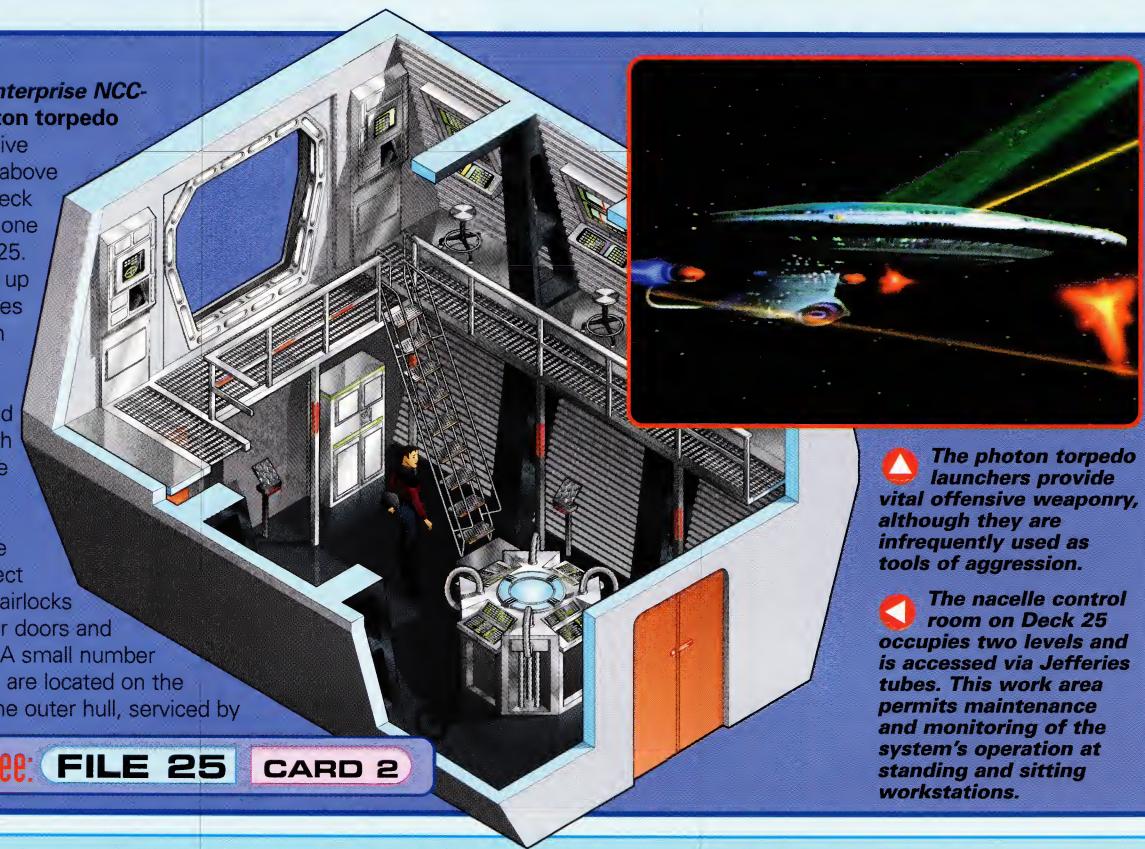
Engineering support continues onto Deck 24, featuring the upper level of a set of vertical **Jefferies tubes** situated port and starboard at the inner rear of this level. Jefferies tubes are vital access tunnels, large enough to accommodate personnel working on the conduits and system trunking around which the tubes are located; in an emergency they can be used to travel from deck to deck. The upper reactant loader located at the bow of Deck 24 is for the **photon torpedo** launcher directly below, used to insert the matter/antimatter fuel elements into torpedoes prior to launching.

The engineers of the U.S.S. ENTERPRISE NCC-1701-D sometimes find themselves in the cramped confines of the Jefferies tubes, repairing circuitry and running diagnostics that cannot be accessed or mended from more comfortable areas such as Main Engineering. The tubes all lead to the regular starship corridors and decks.



DECK 25

The Galaxy-class U.S.S. Enterprise NCC-1701-D features two photon torpedo launchers within its offensive capability. One is located aft above the support pylon wing on Deck 35 of the **stardrive** hull, and one forward at the bow of Deck 25. These are capable of loading up to a maximum of 10 torpedoes for simultaneous launch from the magazine two decks above. The forward launcher runs in line with the deck, and the launch nozzle is flush with the outer hull at the bow. The primary port and starboard docking ports are situated directly behind the rear of the launcher, with external connect points featuring twin sets of airlocks positioned between the outer doors and the inner corridor entrances. A small number of engineering crew quarters are located on the port and starboard sides of the outer hull, serviced by a series of corridors and the main **turbolift** network.



See: FILE 25 CARD 2

The photon torpedo launchers provide vital offensive weaponry, although they are infrequently used as tools of aggression.

The nacelle control room on Deck 25 occupies two levels and is accessed via Jefferies tubes. This work area permits maintenance and monitoring of the system's operation at standing and sitting workstations.

Norman

Masking himself as a Starfleet science officer, the android **Norman** infiltrates the ranks of the *U.S.S. Enterprise NCC-1701* in order to fulfill his programming.

Starfleet crew rotations aim to provide starships with fresh recruits for their ongoing missions, but the arrival of science crewman **Norman** provokes some consternation from the chief medical officer of the *U.S.S. Enterprise NCC-1701* crew, Dr. **Leonard McCoy**. He is the first to sense something strange about the latest addition to the ship, and is suspicious of Norman's unwillingness to discuss his past, or touch on any conversational topic outside the range of his ship's duties, or even smile; there is also the fact that Norman has failed to turn up for his routine physical examination on two occasions. These worries are founded by McCoy less than 72 hours after Norman's arrival, and are proved to be true when several mysterious acts of terrorism are targeted at ship systems, and Norman reveals himself to be responsible.

Norman

To serve
The ruggedly masculine Norman enlists his female androids to illustrate the perks on his planet.

uses his time on the *Enterprise* productively, and acquaints himself with all the systems responsible for the navigation of the ship, leading him to carry out his plan with mechanical flawlessness.

Control

First, using his augmented android strength, Norman easily disables **Ensign Jordan** in auxiliary control, and overrides the directional master controls to affect a change in course. He then turns his attentions to the emergency manual monitor, disabling the crewman, and preventing **Captain James T. Kirk** from reestablishing control of the ship from the bridge. Next, Norman targets engineering where he incapacitates four crewman including **Chief Engineer Scott**, and connects the matter and anti-matter pods to the

main navigational bank, establishing a deadly trigger system that will destroy the ship if the crew attempts to change course; this is the final move in the android's end game.

He goes to the bridge and informs Captain Kirk

of the explosive device, a fact confirmed by **Science Officer Spock**, and in response to the captain's questions, Norman lifts his Starfleet science shirt to reveal a panel, which when opened is shown to contain sophisticated flashing circuitry. The bridge crew are shocked, but have been outmaneuvered by the computational cunning

★ Proposition

Norman stands surrounded by the Alice series as he suggests that Kirk and Spock stay.

OTHER CARDS
IN THIS FILE...

- 1 DATA
- 2 RAYNA KAPEC
- 4 LORE
- 5 DR. JULIANA TAINER

SEE OTHER
FILES...

STAR TREK:
THE ORIGINAL SERIES. File 68

PROFILE OF AN IDEALIST ANDROID

NAME: Norman

LIFE FORM: Humanoid android

STATUS: Sentient being

CREATOR: The Makers of the Andromeda Galaxy

REMARKS: Norman is left without purpose after the extinction of his masters and misguidedly sets out to protect humanity.

FIRST SEEN: 'I, Mudd' [TOS]



Norman is the apparent leader of thousands of androids. He realizes that humans are an imperfect replacement for the Makers, and he sets about a role reversal.

of the android. Kirk is totally under Norman's control, and is helpless to prevent the ship from accelerating toward its unknown destination four solar days away.

Going home

Orbiting an uncharted planet, Captain Kirk, Mr. Spock, Lt. Uhura, and Ensign Chekov are beamed down to the planet surface, which Norman reveals to be K-type, meaning that it is capable of supporting human life via the use of pressure domes

HIGH TECH TREATS

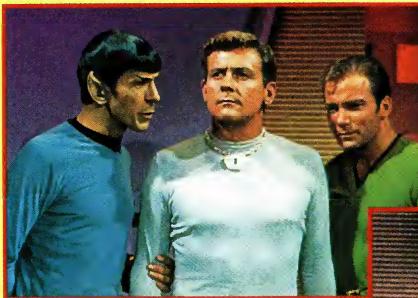


★ Warped wonder

Norman marks Scotty as the man to target with his tempting engineering technology.



Norman



Fire in the belly
Norman reveals his innards and circuitry, after exposing himself to the crew on the bridge of the U.S.S. ENTERPRISE NCC-1701.

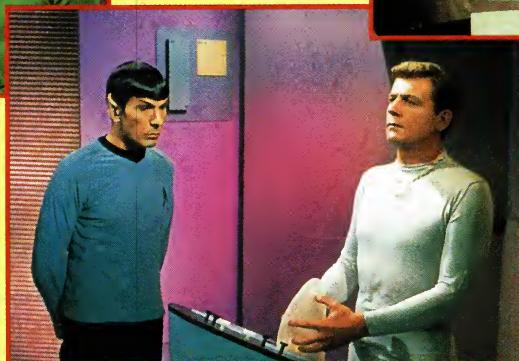
**Logicality**

Norman is no match for the team of Mr. Spock, master of logic, and the irreverent Captain Kirk.

"We will not harm any human beings. But we cannot allow any race as greedy and corruptible as yours to have free run of the Galaxy."

— Norman fears for humanity's safety

and life support systems. The planet is home to 207809 androids, the product of a race known as **The Makers** who came from the **Andromeda Galaxy**. The androids were created as a servant class to liberate their creators, and they served their human masters faithfully until all but a few living in outlying colonies were killed when the sun of their home planet went nova. Norman was on one such colony, and witnessed the disappearance of The Makers over time. All of the androids were left



Unique
Norman is observed closely by Mr. Spock, who notes that this android possesses a singularity absent in the other androids; he is their undisputed leader.

without purpose until the reprobate **Harcourt Fenton Mudd**, or Harry to those who have crossed wits with him in the past, crash lands on their planet. Eager to serve, they studied their human master, but realized he was flawed. Mudd advised them to kidnap members of a Starfleet vessel, which he knew would contain humans of less dubious virtue than himself. Mudd reveals to the crew of the *Enterprise* that although every whim is seen to by the androids, he is a prisoner on the planet and hopes that with the arrival of Kirk and his crew he will be set free.

Leading others

Once restored to his planet of residence, Norman adopts the attire common to the male androids of the planet. He wears a pale blue outfit, which comprises a skin tight top and leggings. The tone of Norman's speech is also oddly unvaried and monotone, and a strange hiatus accompanies every few words that he speaks, which gives the impression that each word is carefully computed before it is uttered. Each

android, including Norman, has a numbered amulet about their neck which acts as an identity tag, and also serves as a communication device that connects each android to a nexus control system.

Norman's duties include relaying information via the central control complex, but as Spock notes, such a device could not be responsible for the control of all the android inhabitants, and he deduces that Norman's singularity – every other android series comprises doppelgangers numbering into the hundreds – indicates that he guides, if not leads, the overall android collective mind.

Norman takes his programming to a new level when he assumes command of the *Enterprise*. He concludes from his studies of humanity that mankind can best

be served by being led. He believes that man's inherent self destructive nature is incorrigible, and he aims to help humanity by weeding out people's aggressive and inquisitive instincts – the quintessence of being human.

Linear thinker

Kirk, his crew, and the dethroned Mudd, combat the androids by acting in an irrational and illogical manner. The confusion they promote by performing inane deeds bewilders the androids. One of their most elaborate ploys involves playing invisible instruments and dancing when there is no music to be heard. The androids communicate their confusion to Norman, but since the information is illogical he is unable to provide any insight. Norman is targeted by Kirk and Mudd. Kirk informs him that Mudd is a liar, and then Mudd tells him that he is lying. This insoluble paradox proves too much for Norman, who short-circuits, and sinks to the floor in a heap of broken logic. A pitiable end for an obviously intelligent, if slightly misguided, being.

Norman is presumably reprogrammed along with the rest of the androids and set to work on building a new home under the administration of Mudd, and the android replica of his less than charming wife, **Stella**. Norman will no doubt carry out his job with the efficiency and skill that he amply demonstrates in the abduction of Starfleet's finest vessel – the *Enterprise*.

Liar's poker

Norman is confounded by the perfidious antics of Harcourt Fenton Mudd and Captain James T. Kirk.

**STELLA SERIES****Trouble and Strife**

Mudd's estranged wife **Stella** is reproduced to a high degree of accuracy by The Maker's androids at their rulers behest. She is the inspiration behind his privateering, not that she encouraged him to explore space, but that her constant nagging forces Mudd to place as much physical distance between them as possible.

The first **Stella** series was a single run, and stored in a dark compartment in Harry's throne room. When Mudd activates it, the room illuminates and Stella launches into her programmed abusive tirade. Mudd always has the last word – something he never managed with the original – as the first series has the additional feature of a voice activated off switch, which Mudd delights in using.

The second series later instigated by Captain James T. Kirk does not have this function, and with the series comprising 500 models, it is likely that Mudd's punishment to remain on the planet and oversee the androids, will no doubt be made to seem like an eternity by their incessant whining.



Merry wives of Mudd
Harcourt Fenton Mudd is damned to an eternity of nagging by the second series replicas of his wife Stella.



Maques

A unique race eager to join the Federation, Maques and the Cairn delegation possess telepathic abilities that may prove overwhelming to other species. Maques's strong character, insight, and ever-present candor in the face of crisis assuage these feelings.

Maques is the senior diplomat and leader of the Cairn delegation to the **U.S.S. Enterprise NCC-1701-D** in 2370.

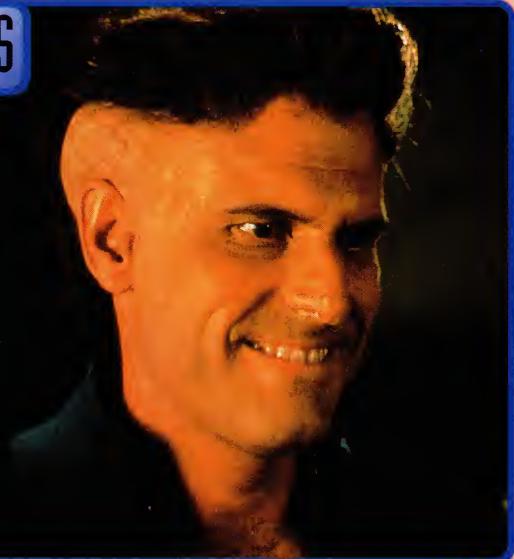
He is a tall humanoid male, and like all Cairn, communicates telepathically by reading and sending images; most telepathic species communicate through interpreting words. The predominant, and unique, physical feature of the Cairn is the slightly bulbous protrusions located at the sides of their heads. These elongated protrusions begin around the temple area and extend along the skull, ending just before the nape of the neck. This region is hairless and slightly ridged, giving the Cairn an appearance of having a very wide Mohican-style hair cut. The Cairn are highly intelligent as suggested by the increased cranial capacity.

The application to the **Federation** is an important matter for the Cairn, and Maques and his team are being aided by **Betazoid**.

KINDRED SPIRIT

★ All smiles

Maques and his young daughter Hedril are introduced to Counselor Deanna Troi by her mother Ambassador Lwaxana Troi.



PROFILE OF MAQUES

NAME: Maques

LIFE FORM: Cairn

FAMILY: One daughter, **Hedril**; unnamed wife [deceased]

OCCUPATION: Senior Cairn diplomat

REMARKS: Maques is working to gain entry into the Federation for the Cairn. His people communicate telepathically through thousands of images and ideas simultaneously, and find words lacking in expression.

FIRST SEEN: 'Dark Page' [TNG]

Maques is a strong leader and diplomat to the Cairn. He is amiable, adaptable, and quick to lend assistance or a smile.

advice. Maques explains to Deanna that her mother has expressed concern for Deanna's need. Deanna is puzzled for a moment until Maques finds the right word: husband. Maques smiles to himself, happy that he found the correct word, and then tells Deanna of his need for a wife. Deanna returns Maques's smile, but quickly glances over her shoulder to find Lwaxana and Hedril watching approvingly.

Deanna scowls at her mother, for this experience has left both her and Maques a little embarrassed.

Lonely and lovelorn

Following the previous day's escapade Lwaxana promptly expresses Maques's loneliness to Deanna. She tells her daughter that Maques is a widower raising a child on his own. Though the cause of his wife's death is not

mentioned one can only assume that at such a young age that it must have been either accidental or some form of disease.

Maques has come to terms with his wife's death and is ready to seek other companionship, though he



★ Rapport

Maques and Deanna Troi discover a mutual attraction, despite an uncomfortable beginning.

★ Finding the words
Maques's relationships with Deanna and her mother facilitate his learning speech.

★ Voices

Maques and the Cairn find it difficult at first to communicate verbally with the Federation delegates.

OTHER CARDS IN THIS FILE...

- 3 MR. HORN
- 10 AMBASSADOR VES ALKAR
- 41 JOHN DOE

SEE OTHER FILES...

- CHARTING THE GALAXY.....File 3
- STAR TREK: THE NEXT GENERATION.....File 69





Maques



★ Collapse

The Cairn delegation looks on as Counselor Deanna Troi worries over the prostration of her mother.

is quick to point out that Lwaxana has misinformed him about Deanna's need for a husband. Understanding the situation a little more clearly Maques feels more comfortable and at ease speaking with Deanna, and his verbal communication continues to improve with further practice.

Free association

During his meeting with Deanna Troi, Maques begins to explain the concepts of Cairn communication. He explains that their telepathic communication involves sending thousands of images at one time, and that the Cairn take a direct approach toward communication, leaving their minds open to send and receive images from one another. If a picture is worth a thousand words, understanding the magnitude at which their communication takes place could be overwhelming.

Deanna learns from Maques that her mother was the first non-Cairn to attempt this advanced form of communication. Maques is concerned about Lwaxana and explains to Deanna that her mother always kept an area hidden from him during telepathic communication. Deanna explains that this is the concept of privacy to Maques, and that it is normal

★ Communication breakdown

Maques has Deanna assist him in expressing his grave concerns to Captain Jean-Luc Picard.

behavior amongst their species. He understands that not everyone shares all their relevant thoughts with one another, and leaves Deanna to continue with her work.

Due to her heavy involvement with the Cairn, Lwaxana Troi begins to show signs of fatigue. Following an outburst directed at **Commander William Riker**, Lwaxana is taken to sickbay where it is discovered that her **psilosynine** levels are low. Since this neurotransmitter is involved in telepathy, Lwaxana is ordered by **Dr. Beverly Crusher** to forgo any further telepathic communication with the Cairn. Deanna is willing to help her mother continue her diplomatic mission, but they will have to proceed with only verbal communication. Unable to control herself, Lwaxana conveys the idea of Heaven telepathically to the Cairn and then helplessly collapses into a coma.

Traumatic thoughts

Maques is concerned that the crew blame him for Lwaxana's condition, and he later enters sickbay in order to try to help the ambassador by attempting to reach her in her meta-conscious mind. Deanna is woken by Maques during his attempt and promptly

★ Bridging minds

Maques offers to telepathically link Deanna to her incapacitated mother with his powers.

takes him to **Captain Jean-Luc Picard** and Dr. Crusher to explain his actions. Maques tells them that it is Lwaxana's "dark place," which is hurting her. Not able to make him understood, Maques communicates telepathically to Deanna. Though it takes a while for Deanna to comprehend, she is able to explain that her mother, due to a traumatic event in her past, has retreated into her meta-conscious mind, an area of the Betazoid psyche used as a filtering system to protect from such events.

★ Startled sibling

Maques helps Deanna discover that Lwaxana has been blocking the death of a first daughter.

Maques offers to make a telepathic bridge for Deanna, since he is unable to make sense of the images in Lwaxana's mind. Deanna then learns of her mother's traumatic loss – her first daughter **Kestra** had drowned when Deanna was just an infant.

Lwaxana regains her health, and the crisis subsides. Maques's application to the Federation on behalf of the Cairn remains pending, and he bids farewell to his new friends aboard the *Enterprise* on good terms.

DAUGHTER REGAINED

Hedril

Hedril is a young female Cairn approximately eight years old and the daughter of Maques, a senior diplomat. Hedril is a bright and intelligent girl, and is described by Lwaxana Troi as her star pupil due to the rapid progress she has made with verbal communication. Hedril reminds Lwaxana Troi of her deceased daughter, and triggers the suppressed memory that has remained hidden for many years.



Tag team

Hedril and Lwaxana Troi get along famously and plot good-naturedly to match-make her widowed father Maques and the husbandless Deanna.

Daddy's girl
Hedril has light colored hair that flows over her shoulders, and like all Cairn she has raised fleshy protrusions above both her ears.

"The way my people communicate... It is direct.
Nothing is hidden."

— Maques to Deanna



★ Introductions
Maques introduces his daughter Hedril to Counselor Deanna Troi during his diplomatic mission aboard the U.S.S. ENTERPRISE NCC-1701-D. Lwaxana Troi's legendary alliance with cupid has perked his interest in Deanna along personal lines.

Dilithium

This invaluable mineral is the life-blood of many cultures' warpdrive technology, including the starships operated by the United Federation of Planets.

Dilithium is a crystalline mineral, instrumental in warp propulsion systems aboard starships. It regulates the matter/anti-matter reactions that provide the energy necessary to warp space and travel faster than light. In its natural state, dilithium is a dull-looking, grayish crystal resembling smoked quartz. Its pedestrian appearance belies its technological importance. Its miraculous properties of harnessing and focusing power only become apparent when it is refined and has energy channelled through it, although even in its natural unprocessed state it emits a

distinctive low-level radiation. This radiation is harmless to all known humanoids, and they may handle and carry unprocessed dilithium for long periods with no deleterious effect.

Intense energy

The technological applications of dilithium reside not in its intrinsic radioactive properties, but in its capacity for focusing and storing energy. The **dilithium crystal chamber** of a starship's warp propulsion system, located in the matter/anti-matter reaction chamber, controls the reactions and routes the power flow to the warp nacelles. Within the chamber, the



Science Officer Spock and Chief Engineer Montgomery Scott of the U.S.S. ENTERPRISE NCC-1701 can easily handle the dilithium crystal, despite the low levels of radiation it emits. Dilithium is vital to the engine systems.



Rura Penthe, or the "alien's graveyard," is a penal colony deep within Klingon territory where forced labor is used for dilithium mining.

or outpost where help could be obtained. A large number of vessels thus affected never made it to a safe haven in time, becoming derelicts of space.

These made seeking out new worlds with dilithium deposits a priority in the early days of Starfleet. Despite the fact that the mineral is extremely rare throughout the known Galaxy, the law of averages results in a certain number of dilithium-rich worlds, where the material is comparatively abundant and commonplace. Any halfway promising dilithium-rich civilization, provided that their moral standards are not too egregious, is eagerly contacted by the Federation, and offered membership. This results in some

DILITHIUM JEWELRY

Power and Glory

Despite their rarity in most of the known Galaxy, unrefined dilithium crystals exist on a few planets in such great quantity that they are regarded as common baubles, and used for costume jewelry. The betrothal gift from the matriarch of Elas to her prospective daughter-in-law, Elaan of Troyius, is a necklace of dilithium crystals. It has acquired value due to its historic importance, but its intrinsic worth to both Elas and Troyius is negligible, since pure dilithium crystals are abundant on both worlds.

▼ Elaan is given a safe and loving passage to Elas from Troyius by Captain James T. Kirk en route to an arranged marriage to end the planets' warring. The gift of a dilithium necklace does little, however, to assuage her fearsome temper.



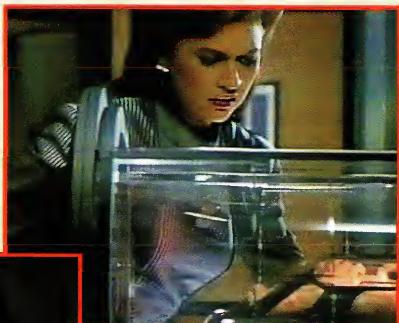
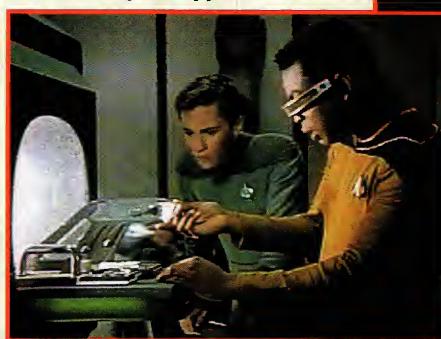
dilithium crystal is mounted within a device called an **articulation frame**, which holds crystals in the matter/anti-matter stream so that they can control the reaction in the chamber. Later versions of the dilithium crystal chamber permit adjustment of the crystal lattice direction, thereby increasing engine efficiency.

Naturally occurring dilithium is extremely rare, and is mined on only a few planets throughout the Federation. An additional complicating factor in the pursuit of dilithium in Starfleet's early years is that dilithium processing is an energy-intensive process, requiring specialized cracking plants, which are largely automated. Despite the laborious and costly cracking process, early dilithium crystals are prone to fracture and burnout under stress, becoming drained and unable to store or process energy in the normal way.

Danger to deal with

These factors, as late as the 2260's, restrict the amount of reserve crystals a starship can carry, resulting in disaster if the ship's crystals are damaged or sabotaged. A starship with all its dilithium crystals simultaneously drained would have to limp home at sublight speeds, taking years, even decades, to reach a **starbase**

▼ Ensign Wesley Crusher assists Lt. Commander Geordi La Forge in the thorough examination of important dilithium crystal apparatus.



▲ Dr. Leah Brahms, a graduate of the Daystrom Institute of Technology, makes major contributions to the Theoretical Propulsion Group and the design of the U.S.S. ENTERPRISE NCC-1701-D engine, of which dilithium crystals are an integral element.



Dilithium



▲ Lt. Commander Geordi La Forge explains to his predecessor, Captain Scott how the recrystallization techniques now allow articulation inside the chamber.

surprisingly primitive and warlike peoples being awarded Federation membership.

The Federation, of course, is not the only alliance that needs dilithium, and other parties seeking the valuable crystals have been less prone to negotiation. More aggressive species such as the **Klingons** or **Romulans** have remorselessly exploited dilithium deposits when discovered, either forcibly overcoming the resistance of native species, or else setting up protectorates in which the indigenous races are forced to labor for the invading peoples' benefit. The Klingons also have a history of forcing convicted criminals and prisoners of war into labor camps on inhospitable planets which have dilithium deposits, the most celebrated of these being the penal colony of **Rura Penthe**. The **Breen**, also, have been known to press-gang other species into working in dilithium mines, such as their secret establishment on the desert planet of **Dozaria**.

The curiously anachronistic practice of using manual rather than automated labor in dilithium

▼ Dr. Julian Bashir, Lt. Commander La Forge, and Lt. Commander Data test a device found in the Gamma Quadrant by plugging it into the dilithium chamber.



▲ Dilithium miners live a solitary existence; in 2266, Ben Childress jumps at the opportunity to acquire one of Harry Mudd's attractive young women.

mining stems from the fact that not all dilithium ore is of the same quality, and judgement as to whether seams or outcroppings are worth pursuing is still a highly skilled process. As late as the 2260s, dilithium miners are largely condemned to lonely lives on inhospitable planets, prospecting for seams of viable ore and extracting it with their own hands.

Crystal power

Until the discovery of recrystallization techniques that permits the production of synthetic dilithium, the crystals are among the most valuable substances in the Galaxy. This breakthrough is actually made by **Captain Spock** after traveling back in time to the year 1986, and is made available to Federation scientists upon his return to the year 2286. Spock's method involves exposing dilithium crystals to gamma radiations which are by-products of nuclear fission reactions. In later years, **theta-matrix** compositing techniques permit even more efficient recrystallization. By

the late 2360s, these techniques advance to the degree that crystals can be recomposed while still inside the articulation frame of the dilithium chamber, thus extending the useful life of the crystals even further, and greatly reducing the risk of a ship being incapacitated by damage to the dilithium matrix.

In 2372, the crew of the **U.S.S. Voyager NCC-74656**, in their endeavors to return from the distant **Delta Quadrant**, discover a new form of dilithium that remains stable at a much higher warp frequency. The new form of dilithium, installed aboard the **Shuttlecraft Cochrane**, makes possible the first human flight at speeds of warp 10. Technical difficulties remain to be ironed out, but this discovery will no doubt help the human race to multiply and prosper even more in the future.



▲ Lt. Tom Paris pilots the SHUTTLECRAFT COCHRANE past the warp 10 barrier in 2372, by utilizing a superior form of dilithium crystal energy.

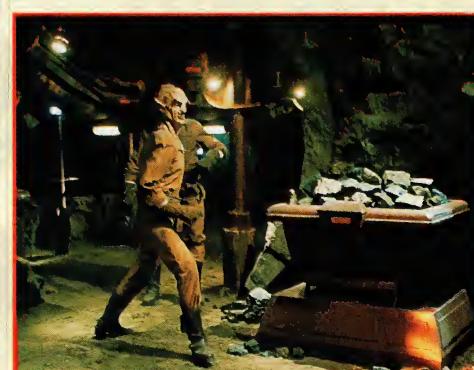
MOTHER OF INVENTION

Dilithium recrystallization

The command crew of the destroyed **U.S.S. Enterprise NCC-1701** must perform a daring slingshot maneuver to go back in time to 1986, in an attempt to rescue Earth from an alien intelligence, by retrieving members of an extinct species of humpback whales. The stress of this incredible journey drains the dilithium crystals in their borrowed **Klingon Bird-of-Prey**. In order to facilitate a return to the 23rd century, Captain Spock and Commander Scott devise an unprecedented means by which the crystals may be recharged. The procedure requires the crew to venture aboard the 20th century's **U.S.S. Enterprise CVN-65** aircraft carrier in order to acquire high energy photons, risking both personal injury and damage to the fabric of space-time.



▼ A method to recharge the fatigued dilithium crystals is devised by Captain Spock during a mission to Earth's past. He theorizes that exposure to gamma radiation in the form of high-energy photons will recrystallize the dilithium, and commanders Chekov and Uhura board the U.S.S. ENTERPRISE CVN-65 to collect them. This proves to be an indispensable breakthrough for future generations.



▲ A mining operation on Telsius Prime in the Delta Quadrant is conned out of valuable dilithium by impostors posing as the crew of U.S.S. VOYAGER NCC-74656.



'Flesh and Blood' Part I

The discovery of a damaged **Hirogen Training Facility** leads the crew of the **U.S.S. Voyager NCC-74656** into an alliance with the hunters of a sentient group of holograms — beings seemingly waging a vendetta against all forms of organic life in the Delta Quadrant.

Responding to a distress call, **Commander Chakotay** transports an away team to a **Hirogen Training Facility**. They arrive in a lush forest area to find two dead **Hirogen**, a Klingon **bat'leth** embedded in a tree, and a lone, wounded Hirogen. The environment is generated via a **holodeck**, and when the program is terminated, dozens of dead Hirogen are revealed around the area.

Captain Kathryn Janeway had provided the Hirogen with holodeck technology three years earlier, enabling them to satisfy their hunting instincts, yet harm no live prey. This technology has been modified to fool sensors, and the recovered Hirogen, an engineer named **Donik**, relates how it has been adapted. He attributes the deaths of his fellows to holographic adversaries seizing control of the program and removing safety protocols. Their enhanced capabilities, hunting instincts, and levels of adaptability enabled them to outwit and kill the hunters, after which they transferred their programs to a **Hirogen Vessel** as a means of escape.

A problem shared

Captain Janeway commits the **U.S.S. Voyager NCC-74656** to joining forces with the Hirogen to deal with the escapees. Chakotay and **Lt. Commander Tuvok** have reservations about the alliance, but Janeway's view is that the situation is due to **Starfleet** technology that she shared, so they must resolve the situation.

The superior Hirogen tracking technology locates the appropriated vessel, but they blunder into a trap that proves disastrous. With Voyager's shields down transporting wounded Hirogen, the holograms kidnap the **Doctor**. He arrives on the stolen ship to find holographic representations of numerous **Alpha Quadrant** species. Some among them are breaking down, and the hope is that the Doctor's experience in modifying his own matrix will enable him to restore them.

Donik is able to advise how to disable the **holoemitters** on the stolen vessel, thus disabling the holograms — but this might not be as easy as it sounds; he has given the holograms enhanced memory, advanced tactical algorithms, and expanded data processing. The effect is that the holograms learn and adapt to circumstance.

'FLESH AND BLOOD', PART 1

"The Doctor is our guest, and I'm sure he'll help us once he realizes how serious our situation is."

— Iden

ON SCREEN...



1 An away team from the **U.S.S. VOYAGER NCC-74656** transports aboard a **HIROGEN TRAINING FACILITY**, only to discover that it has been the location of a massacre.



2 A Hirogen engineer named **Donik** is the only survivor of the massacre. He relates to the crew how Starfleet holodeck technology has been abused by the hunters.



3 Chakotay and Tuvok attempt to persuade Captain Kathryn Janeway that she should not interfere in Hirogen affairs, but she is insistent that it is VOYAGER's responsibility.



4 **VOYAGER** joins forces with a **HIROGEN VESSEL** in order to track the errant holograms, but they are duped by a decoy that severely damages the hunter's ship.



5 As the wounded Hirogen are beamed aboard **VOYAGER**, the Doctor is abducted from sickbay. He finds himself aboard the stolen **HIROGEN VESSEL**.



6 Donik is able to advise the crew of **VOYAGER** on the modifications that were made to the holograms in order to make them more suitable prey for the Hirogen.

'Flesh and Blood' Part I

The Hirogen aboard *Voyager* wish to continue the hunt, but Janeway considers the holograms prey beyond their abilities. Despite objections, she proposes to deal with them at a distance, rather than risk further casualties in a direct confrontation.

Assisted by a female **Cardassian** hologram named **Kejal**, the Doctor is successful in restoring the fading holograms by transplanting subroutines from others. He learns that far from being rogues, they were created as prey, and merely desire a peaceful existence away from the Hirogen. Their nominal leader, a **Bajoran** hologram named **Iden**, has liberated holograms from three *Hirogen Training Facilities* to assemble his crew. The Doctor requires some persuading that his home is among them, as he is content with his rights and privileges aboard *Voyager*, ignoring Iden's comments that he has no true freedom and can be deactivated at whim. When the Doctor hastily judges the holograms as programmed to kill, Iden claims he will not truly understand them until he has experienced their subjugation under the Hirogen. The Doctor experiences the traumatic transplanted memories of a Hirogen hunt and further learns that his ability to rise above his limitations was the template for the holographic rebels.

Comrades in arms

The Doctor is offered the opportunity to return to *Voyager*, but opts to remain and learn more of the home Iden intends to create. The holograms have developed a **photonic field generator**, and hope that with modifications, several of them will enable the holograms to create a suitable living environment on a planet. The Doctor convinces Iden that the technical expertise aboard *Voyager* can aid them, and returns to consult with Janeway. He proposes the holograms be supplied with more emitters and memory storage units to ensure their survival. He argues that they have evolved beyond their initial parameters and deserve the chance of independence; their slaughter of the Hirogen and commandeering a ship to escape were simply actions of self defense. Further discussions on the rights of holographic life are forestalled by a rebellion among the wounded Hirogen, one of whom manages to contact other *Hirogen Vessels*.

When sensors reveal the imminent arrival

of two further ships, Janeway suggests that the holograms are temporarily deactivated and transferred to *Voyager*'s database to prevent further bloodshed. Iden rejects the idea, and when the captain claims she has the means to shut them down without their consent Iden's mistrust of what he scathingly

refers to as "organics" is confirmed.

He flees, and the Doctor is ordered back to sickbay by Janeway. He automatically obeys at first, but after consideration his response is to download all data on the weapons readied to deactivate the holograms, and to join the photonic community.

ON SCREEN...



7 Aboard the hologram's **HIROGEN VESSEL**, the Doctor is pressed into service restoring damaged photonics who are suffering from holographic fade.



8 Iden, the holograms' leader, is quick to assure the Doctor that all he desires is a natural life for his kind, but *VOYAGER*'s physician remains unconvinced.



9 To prove to the Doctor exactly what the Hirogen-designed holograms have suffered, Iden transplants him into a hunt program where he is the prey.



10 The Doctor's sympathies are now with Iden and his followers. He convinces them that they should negotiate with Janeway for necessary supplies.



11 Iden condemns Janeway's decision to shut down the holograms when two further **HIROGEN VESSELS** are detected, and elects to depart.



12 The Doctor chooses to disobey orders, and after downloading all information pertaining to an anti-hologram weapon, he transports off *VOYAGER*.

STARSHIP FACTS

Among the physical forms taken by Iden and his followers are: Bajoran, Cardassian, Terran, and Borg. Racial prejudice has no place in Iden's unique crew.

Prior to joining Iden's crew, the Doctor requests a leave of absence from the *U.S.S. Voyager NCC-74656* in order to speak at a symposium on spaceborne pathogens that will be held by the Ovions.



'Flesh and Blood' Part 2

With the Doctor now in league with the renegade holograms, Iden reveals his revolutionary plans — including a brave new world where photonic life forms can flourish, a form of holographic spirituality, and the extinction of any organic life that stands in their way.

With data supplied by the **Doctor**, **Iden** and his crew are able to repel an **anti-photonic beam** intended to shut them down, in the process causing considerable damage to the **U.S.S. Voyager NCC-74656**. **Lt. B'Elanna Torres** is injured attempting to prevent a **warp core** breach, but is transported to the rebels' ship before treatment can be administered. Iden promises the Doctor she will be permitted to return to *Voyager* once she has listened to them, irrespective of whether she will aid them or not.

The Doctor revives a still wounded, and belligerent B'Elanna, who agrees to talk to the holograms and examine the **photonic generators** they hope to use to create a living environment for themselves.

New purpose

With *Voyager*'s sensors unable to trace the rebels, the **Hiogen** engineer **Donik** claims he can modify them. When questioned about his motives, he reveals a reluctance to return to his people. Having been able to pursue a career other than hunting, he wishes to remain an engineer, and he feels some concern for the holograms having programmed many of them. When two Hiogen ships rendezvous with *Voyager* the wounded hunters are transported back to their own people. *Voyager* is warned to stay away from the holograms, or to consider themselves suitable prey for the Hiogen.

Captain Kathryn Janeway conceives a plan to let the Hiogen track the rebels, then prevent them from their intended course of destruction. Donik, who has chosen to remain aboard *Voyager*, reveals a blind spot in the Hiogen scanners, but **Tuvok** warns that they are in no condition to take on a single **Hiogen Vessel**, let alone a pair.

B'Elanna determines why the holograms' photonic generator operates below optimal performance, but is uncertain about sharing the knowledge. She expresses concerns about the capacity of the holograms to overcome programming that prioritizes their survival above all else. A conversation with the holographic engineer **Kejal** allays her fears. The Doctor also has doubts, and is considering returning to *Voyager* when Iden shows him the world selected for holographic colonization. **Ha'Dara** is a

'FLESH AND BLOOD', PART 2

"He was so adamant about helping those holograms, I should've been paying closer attention."

— Captain Kathryn Janeway

ON SCREEN...



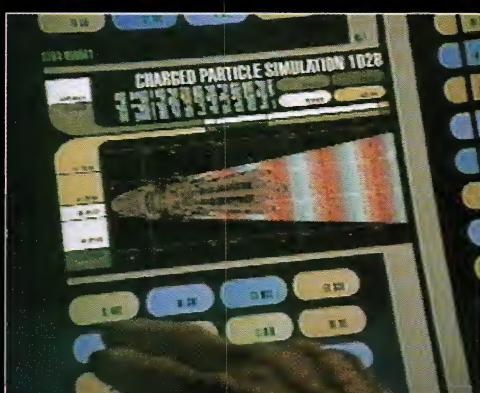
1 B'Elanna Torres is kidnapped by the holograms during an attack against the U.S.S. VOYAGER NCC-74656. They hope that she will be able to repair damaged holograms.



2 The Hiogen engineer Donik is reluctant to rejoin his people, and instead relishes the opportunity to assist the crew of the U.S.S. VOYAGER NCC-74656.



3 VOYAGER rendezvous with two HIROGEN VESSELS in order to return the injured hunters. Captain Kathryn Janeway is ordered not to pursue the escaped holograms.



4 Donik identifies a blind spot in the Hiogen sensors, allowing VOYAGER to follow close behind the HIROGEN VESSELS without being detected.



5 B'Elanna Torres examines the photonic field generator at the request of Iden. She is understandably nervous at working in close proximity to the holograms.



6 Iden reveals his plans for a holographic community to the Doctor. He has selected a barren world where the photronics can live without interference from organics.



'Flesh and Blood' Part 2

hostile planet incapable of supporting organic life, but this is of no consequence to holographic life forms in an artificial environment, and will provide a safe haven from Hirogen hunters.

As B'Elanna modifies the photon generator to optimal performance, the holograms conceal themselves in a nebula from chasing Hirogen craft. The Doctor discusses matters with Iden, but he begins to have doubts about his motives. Iden's aim is to reject human culture, and to create a new faith on Ha'Dara, based on his exploits and those of his colleagues. He is also willing to risk confrontation with the chasing Hirogen ships when scanners reveal a **Nuu'bari Vessel** in the vicinity, giving the opportunity to liberate more holograms.

Renewed conflict

Having been convinced of Iden's benign intentions, B'Elanna is angry that he intends to attack the **Nuu'bari** ship. Even some of his crew are shocked when, having completed the rescue, he destroys the ship to prevent the crew transmitting a distress call. The Doctor announces he wishes to join B'Elanna in an escape pod, but it is not possible with the ship traveling at warp speed to Ha'Dara.

Kejal needs B'Elanna's assistance to restore the rescued holograms, and while helping she suggests taking Iden offline. The restored holograms are rudimentary constructions, and B'Elanna is adamant that they cannot be enhanced; she passionately deplores the waste of human life in their rescue. Iden changes his mind about allowing her to be released.

As Iden's ship approaches Ha'Dara the two pursuing Hirogen craft and the previously concealed *Voyager* drop out of warp. *Voyager* disables both *Hirogen Vessels* before targeting the holograms' vessel. Iden, meanwhile, has transported a group of Hirogen to Ha'Dara's surface and intends to massacre them. The Doctor's protests result in him being deactivated, and Iden's program is transferred to his **mobile emitter**.

With a generator transported to Ha'Dara's surface, the holograms begin killing the Hirogen. On their ship, B'Elanna convinces Kejal that Iden's actions are wrong and has her deactivate the holograms. With the Doctor's emitter, however, Iden cannot be

deactivated, and the Doctor is sent to save the surviving Hirogen. Confronting Iden, he disrupts him while he attempts to murder a Hirogen. Iden's program cannot be restored.

The surviving Hirogen hunters are persuaded not to continue their hunt from a weakened position, while Donik will remain

with Kejal, reprogramming the personalities of the other holograms. Captain Janeway and the Doctor effect an uneasy reconciliation, with the Doctor contrite, and the captain recognizing that he is evolving into a being every bit as complex as organic life forms.

ON SCREEN...



7 The holograms pilot their vessel into a dense nebula in order to avoid detection by the approaching **HIROGEN VESSELS** that are searching for them.



8 Iden orders his crew to retrieve three holograms from a **NUU'BARI VESSEL**. In a surprising move, however, Iden orders the **Nuu'bari** to be destroyed.



9 The **HIROGEN VESSELS** track the holograms to Ha'Dara, where they are swiftly disabled by the hidden **VOYAGER**, which then attacks Iden's ship.



10 B'Elanna convinces Kejal that Iden's course of action is flawed, and she encourages the holographic Cardassian to deactivate her photonic comrades.



11 The Doctor confronts Iden on the surface of Ha'Dara. He succeeds in disrupting the megalomaniacal hologram before he can commit another murder.



12 The Doctor is noticeably subdued when visited by Captain Janeway, but despite her anger she realizes that he is developing much like any other life form.

STARSHIP FACTS

A Iden names his chosen world Ha'Dara, which means 'Home of Light' in Bajoran. In reality, the planet is a Class-Y world, with a toxic atmosphere, sulfuric deserts, and no indigenous forms of life.

A The two *Hirogen Vessels* that track the stolen ship crewed by the holograms are *Venatic*-class ships; they are significantly larger than the *U.S.S. Voyager* NCC-74656.